

Game Of Thrones

Version 1.0

Built by [/u/DrakonianRogue](#), [/u/RichardWhereat](#), and [/u/Accelve](#)

The Jump's default start date is, 294 A.C.

The Jump's default end date is, 306 A.C.

Backgrounds

Drop In - Hmm? Well it seems you've chosen to simply pop out into existence at the location of your choice. As a result, you'll have no memories of this place to distract you but you'll also be alone in a foreign land without any native allies or friends for that matter.

Administrator - Some men fight wars on the battlefield, some fight them with words, you fight them with coin and bureaucracy. You found your talents lie in the art of coin counting and Stewardship and so that's where you went, and it has taken you places. You're a middling level administrator within either a Free City of your choice or the Seven Kingdoms.

Diplomat - Some use a sword to grab the power they wish, yet many of them disregard that a clever tongue can lead to the same gains. Often much more easily, as you can demonstrate; you are competent diplomat and your smooth-talking has managed to earn you a decent position.

Mage - Unlike many in this Age you have a talent for the arcane, as a result all magic based abilities are able to grow faster than normal and you can grasp magical theory and knowledge at a faster rate than others.

Warrior - You, like many, have dedicated your life to the art of war. Whether you're a Dornish spearman, an Essosi sellsword, a Southron Knight or a Pentosi water dancer, you are a warrior.

Age and Gender: Can be any age between 15 and 60. By default you start with the social standing of a Knight. 50CP to change your gender from your last jump.

Location [d8, or 50CP to choose]

1. **Westeros** - You come from one of the 'civilised' kingdoms of Westeros, from anywhere south of the Wall, all the way down to Dorne.
2. **Western Essos** - From Braavos in the north to Valyria in the south, the Narrow Sea in the west, and Qohor in the east. You are an Western Essosi, most likely from the Valyrian Freehold, but Andals, and the Rhoynar also hail from this area.
3. **Central Essos** - From Omber down to the Painted Mountains, across to the Bone Mountains, and everywhere in between. This area covers Ib, the Dothraki Sea, Slavers Bay, Lhazar, and Qarth.
4. **Eastern Essos** - From the Bone Mountains to the Grey Wastes, the Shadowlands, and everywhere east of the Jade Gates. This area covers Yi Ti, Leng, Asshai, Great Moraq, the Thousand Islands, and the great plains of the Jogos Nhai.
5. **Sothroyos** - The Unknown and Uncharted Sothroyos, Basilisk Isles included.
6. **Summer Sea Islands** - The Summer Isles aren't the only islands in the Summer Sea. There's also Naath, and the Stepstones.
7. **Beyond the Wall** - Congratulations for starting in hard mode. This area includes the unknown regions beyond the Five Forts.
8. **Free Choice**

Races

000 Human

Whether you be an Andal, Dothraki, First Man, Rhoynar, or Qartheen, you are a bog standard human. For an extra 50 cp, you can be a pureblood Valyrian.

000 Brindled Men

The Brindled Men are the native inhabitants of Sothoryos. Somewhat hoglike in appearance, massively muscled, big-boned creatures with long arms, sloped foreheads, huge square teeth, heavy jaws, coarse black hair, flat noses that suggest snouts, and thick skins brindled in patterns of brown and white. They appear to be an entirely different species from humanity, as any attempts to breed with them lead only to stillbirths - many of them hideously deformed.

200 Giant

Standing at 10 to 14 feet in height, Giants are one of the original inhabitants of Westeros. Capable of great feats of strength, Giants are covered in a shaggy pelt of fur which greys as they age. Giants tend to have somewhat poor eyesight, relying more on a mixture of smell supplemented by their sight. A giant's body is somewhat triangular, with sloped chests and a lower torso which is twice again as wide as their top half. Females look very similar to male giants, with both being bearded.

200 Old Ones/Merlings

Merlings are half human, half aquatic beings found all over Planetos. As a species, there is an extraordinarily wide range which a Merling's aquatic characteristics can take. Common manifestations include the traditional top half human bottom half fish as well as a more frogman-esque look with long limbs, webbed digits and a human face. When submerged, Merlings gain a massive amount of dexterity, flexibility and speed. By default, you will be capable of living on land, however water rich environments like rivers, oceans, or extremely humid jungles will always be more comfortable for you.

If separated from water for a long time, Merlings wither, though they do not die. After a sufficiently long time has passed, the sight of a Merling has a maddening effect. This is what has occurred on Leng, and is the cause of the legends of the Old Ones.*

400 Dragon

Dragons on Planetos are fairly similar to most of their fellows in fiction. They possess a long, serpentine body with 4 limbs (two short back legs and 2 wings as forelimbs), scales, horns, a large colour variation, firebreath and reproduction through the laying of eggs. In addition, dragons never stop growing - the largest dragon on record, Balerion the Black Dread, had a head the size of a carriage when he died at nearly 2 centuries old - as well as their incredibly powerful magic which is mainly displayed through their nigh-unstoppable firebreath and their ability to hibernate inside the egg until awakened. Unlike most dragons, you will be fully sapient if you choose this option.

500 Children of the Forest

The other of the original inhabitants of Westeros, the Children of the Forest are the original worshippers of the Old Gods, and the creators of the Others. The Children are humanoid 4-fingered beings roughly the size of children, with disproportionately large eyes and soft, rounded faces. The Children have wrinkled, pale grey-green skin, indigo blood, bright green eyes, and only possess hair on the tops of their heads, with no eyebrows or body hair. The Children also possess incredibly long lifespans, with some having lived for at least 12,000 years. The wise men of the species are known as Greenseers, who have enormously powerful magics at their disposal and eventually bred with humanity to grant some descendants of the first men this ability.

500 Others

You are a member of the race of the Others, also known as the White Walkers. You were created before the Age of Heroes by the Children of the Forest in order to protect them from the First Men. The magic used was, however, highly unstable, and you broke free and, under the leadership of the Night King, you destroyed your bonds and went South in order to wreck your vengeance against both your former masters and their new human allies. Wielding great necromantic powers and control

over the weather, you are able to bring winter with you wherever you go. You also wield great swords or lances made of ice, able to pierce even dragon scales and shatter all but dragonsteel, which, along with dragonglass, are your only weaknesses. You are immune to dragonfire. You are also completely immune to the ravages of age, able to remain living as civilizations are born and crumble around you. You are also inhumanly strong and fast, being barely weaker than a Giant and far more agile.

Alternatively you can be one of the Others from book canon, ethereal, beautiful, and terrifying.

Perks

First 100 CP perk for your origin is free, the rest of your Origins perk tree are discounted.

General Perks

100 Musical Skill

The art of Song and Instruments, one you're quite talented at, to the point that many would compare your skill to the late Prince Rhaegar Targaryen. Weaving new songs and music comes as easy to you as winning the hearts and minds of your audience and you'll find that you seem to never run out of inspiration; drawing ideas from your experiences and environment. To think, with this alone you could indeed make quite a lot of coin; though do be careful, not every King or Lord enjoys a good song.

100 Start When You Want.

Don't want to start your jump when the jump document says? Well then, start whenever you want, but you'll still have to complete at least ten years here, or survive right up to the default end of the jump, or when drawbacks say you should have ended, whichever comes last. Whenever you enter another world, however you enter another world, you can choose the time period you land in.

100 Frey Pies

You are a world class chef capable of making any material taste delicious, and masking any flavour. Literally any flavour.

100 Golden Rule

Do Unto Others is a pretty good rule, and those who abide by it tend to be honourable, which you are. However, a full understanding of this rule is that the way people treat others is how they wish to be treated. If you deal dishonorably with an oathbreaker, a kinslayer, a traitor, or some other dishonorable monster without being honorable, well, people just see it as a sign of your wisdom, and their comeuppance.

100 A Reyne of Terror

You are a very intimidating person. How this presents depends largely on what you are doing. If you're acting honorably, they will see you as someone truly noble. Alternatively, if you're acting with ill intent, they will see you as someone to be scared of. This comes with a willpower boost whenever you are doing something you believe necessary.

100 Tradecraft Skills

You have skills in a mundane trade of your choice which someone of Planetos of your political standing, geographic location and time could conceivably learn. This includes being a Myrrish glassmaker, a carpenter, a brewer or other such trades.

100/200 Linguist/Linguist Unparalleled

You can speak any human language as if you grew up with it. For 200 CP, you can speak the language of any sapient being.

100/200/300 Social Climber

Lord - Your house controls a portion of a kingdom. Examples of this are the Umbers of the Last Hearth, the various Khals of the Dothraki Sea, or the ship captains of the Iron Islands.

Great House - The leaders of your kingdom, your house holds sway over an entire section of your country. Examples of this are the Starks of Winterfell, the Martells of Dorne, or the Good Masters of Astapor.

Royalty - The Big Kahuna, yours is a lineage which sits on the throne. You are probably close in line to ascend it yourself.. Examples of this are the Sealord of Braavos, the Emperor of Yi-Ti, The Baratheons or Targaryens of the Seven Kingdoms. Interestingly though, this counts if people have good reason to believe you're in the Dynasty. So and Joffrey, Myrcella, and Tommen all count, as does Viserys, Dany, and Young Griff.

200 Smith

You are a skilled blacksmith, capable of forging most things seen on Planetos. Items forged by you are better at their intended function in some way, with swords being sharper, plows plowing more easily, armor blocking blows more easily, or decorative items being more eye catching. Whilst by default you cannot forge Valyrian Steel, if you also purchase the Valyrian Steelsmith perk further down, you will no longer need access to dragon fire to create such works and will be capable of working with starmetal.

300 Born of the Divine

There was a divinity in your family history, and no matter how many generations the benefits have skipped over, they are shining through you now. You're a little taller, a lot smarter, a little more attractive and charming, and a fair bit stronger and faster than you were before. This works as a capstone booster, boosting all of your perks slightly, but most especially all of your capstone perks.

Racial Perks

300 Giant's Strength (Free Giants)

The children of stone, one thing all giants have above all else is strength. You are a true paragon of your race, with a strength similar to that of any three giants. This is enough to casually lift literal tonnes, and also provides a small height bonus, making you a head taller than the average of your race, or you were before.

300 Aqua Affinity (Free Old Ones/Merlings)

When submerged in water, a merling is gains an overall boost to everything about them, from their physical attributes to their spirit and intelligence. When kept from water for too long, a Merling goes insane, with their normal boost instead turning into a curse as it transforms them into hideous monsters whose appearance drives men mad.

300 Blessing of Valyria (Free Dragons)

As perhaps the closest there is to magic given form, dragons are given many abilities. The chief amongst these are their intensely magical fire breath, their flight and their continual growth throughout the entirety of their lives. Dragonfire, whilst a dragon is young, is barely capable of lighting straw on fire, yet as they age, this quickly changes till eventually, a dragon's breath may melt stone and steel, or incinerate a man to ash. Dragonfire also has intensely magical properties, with it being involved in some way with the creation of dragonstone, valyrian steel, and a vast array of artifacts created by the Valyrian Freehold before it's destruction. A dragon's ability to both fly, and grow continuously throughout their life in violation of the square cube law is tied again to their intrinsic magic, with their bodies being made of magically infused materials which are far lighter, stronger and more durable than any non-magical material could hope to match. Truly, dragons are magic's most beloved.

For jumpers who take this perk without being a dragon, your body becomes intensely magical, with everything from your skin to your bones, blood, organs, breath, bodily fluids or hair being so imbued with magic that they count as top tier magical reagents. Quenching a freshly forged metallic object in your blood might transform it into Valyrian Steels whilst simply breathing on a rune might be enough to power it for several days.

300 Songs of the Earth (Free Children of the Forest)

Those who sing the songs of the earth have many gifts. Chief amongst these is the ability to speak the True Tongue, a great affinity for magic, and a deep spiritual connection to nature which increases potency of nature based magics. The True Tongue is based on the sounds of the world, including things like wind on leaves, rain on water and the sound of stones in a brook. By binding themselves to a weirwood, an earthsinger may live for far longer than any other of their kind. There is evidence that some of the Children currently alive today were amongst those who created the Others 12,000 years ago.

300 Winter's Children (Free Others)

More than any other beings, the White Walkers are the children of winter. This manifests in their immensely powerful winter magic, as well as their ability to reshape ice into any form they wish. At first, all you will be able to do is create crude forms out of ice, and affect the weather around you towards the cooler side. But as you gain experience, you will learn to create weapons of ice capable of cutting castle forged steel like butter as well as alter the weather on a large enough scale to plunge an entire continent into a decades long ice age. As one of the others, you also possess the ability to raise vast armies of the dead as wights. Other species can do this if they practice, however White Walkers have a greater affinity, and are capable of simultaneously raising hosts numbering in the thousands with a bit of effort. If you also purchase Necromancy, this increases to tens, or even hundreds of thousands at once, and dramatically reduces the cost of necromantic abilities.

Drop-In Perks

100 Way of the Land

As wanderers move they pick up knowledge of the lands they visit and now so do you. Whenever you take a jump you immediately gain a basic understanding of the world's history and languages as well as the important figures with it.

100 Traveler's Hospitality

A hearth to rest one's feet at, and a table to eat and drink at, something we all desire and something many travelers don't always get, is something you can get with ease. You have a bit of an aura that makes people open their doors to allow you to stay and rest for a bit so long as you aren't a problem. Of course this can always be undone if you're a monster who rapes and pillages his/her way across nations but in that case why would you be looking for friendly fellowship?

100 The Adventure Never Ends

The life of a wanderer can be boring at times for many but fortunately this isn't a problem for you. You're constantly being pulled into events wherever you go. For instance, if you wander into a town you may be asked to help deal with some bandits or, if in a nation's capital, you may be pulled into a conspiracy to kill the King.

200 Strands Of Fate Are Meaningless

This world shares a very important trait with your world that many others lack, the fact that death can be right around the corner and when your luck has run out and you've been surrounded it is the end. For this is the power you hold, anyone who you clash with has any protection from fate/plot armor removed and is thus forced to face you like a normal person with only their abilities. This is also applied to plans and such of yours which would normally fail due to the intervention of obscene luck or fate allowing you to be a threat to even the greatest heros.

200 The Onion Knight

You are an amazing smuggler. This may not sound like much, but it comes with a host of benefits. You are a master sailor, capable of taming the fiercest of sea storms, and in addition, are truly superb at hiding things. When hiding things, you seem to release a weak form of SEP field, which stops officials and unwanted individuals from noticing your concealed cargo. This SEP field

shorts out if A) your hidden items are physically discovered (eg. falling through a hidden door), or B) you rely solely upon it for protection. Finally, if you are ever caught, officials will be far less likely to hit you with the full punishment. You will still be punished, but the punishment itself will be drastically reduced in severity.

300 Cold Hands

It is common for men to break when they come eye to eye with the Dark. You are made of far stronger stuff. Even tortured to the brink, isolated and abandoned, you will never forget your beliefs and purpose. If you are part of an organization, that organization will always recognize you as one of them, as long as you abide by their rules to the best of your ability. In addition, your adamantine will grants you immunity to possession or trickery based magics such as warging, mind control, glours or shadow binding.

400 Sellword for Hire

Despite the feudal nature of this world, you have no troubles travelling the land, and can easily be hired by competing factions without them killing you. Want to work for Tyrwin, then go live in the Sunspire? Go ahead. Want to live as a free folk then join the Umber's household? Sure. Want to be a Night's Watchmen, then leave? I guess. Essentially, despite anything you might normally expect, you may freely join or leave an organisation without consequence.

500 She just kind of forgot

Napoleon said not to face an enemy too many times, or you will teach them your entire art of war. This is no longer a problem for you, as once per year, you can guarantee an oversight on their part. How many times can an enemy fall for the old "ship full of wildfire" trick? Well, how many years will they be fighting you at sea?

[Capstone Boosted] She just kind of forgot

Rare is the man who can say he saw the Stranger coming. Now, you too share this trait, as, no matter how many times you pull a trick, your enemies never seem to learn your patterns, favoured tactics or methods. This perk does not affect any intel gathering, it just makes them both A) far more unlikely to actually do so, and B) ensures that, even if you always begin the battle with the same tactics, that it remains a surprise over and over again.

Administrator Perks

100 Well Read

An educated man is a valuable thing in any time. In addition to basic literacy in the local language, and common trade languages, you have a wide yet shallow general knowledge appropriate for a learned person of Planetos. The basic literacy updates every jump whilst the general knowledge does not.

100 Littlefinger School of Persuasion

You are great at convincing others to do things for you which probably aren't in their best interest. This works best when used against those you dislike, are somewhat opposed to and yet still capable of talking to in the first place. Obviously, as this perk relies upon talking to people to persuade them, it won't work on those who you can't sit down and convince in the first place. Examples of this would be sworn feuding enemies, people on the battlefield, or quick decisions. It also takes you time to convince someone - generally at least an hour or two unless they already agree with you.

100 First Choice

When someone is considering who to appoint for a position you desire, you will be the first name that comes to mind. Whilst this won't stop them from choosing someone grossly more qualified and experienced, it will give you an edge if it's a choice between you, and someone of a similar or slightly greater competence.

200 "Trustworthy"

Ordinarily, when a single group or faction gains a monopoly, people start to get a bit... antsy. Thankfully, you don't have this problem! When it comes to you and your business, people tend to gloss over any unsettling details which in any other person would send alarm bells ringing. "I've been seeding malicious rumours about myself and your wife? No, you can trust me." or "I'll definitely help you expose the secrets of the people who keep me in power." always seem to work no matter how suspect they really are. This doesn't work on anyone who you've out and out declared as an enemy though.

200 Light Touch

Sometimes, when engaging in any endeavour, you don't necessarily want people to link that activity back to you. This perk makes such connections far less likely to occur. For example, if you were to become the accountant of an organization, then suddenly the money situation drastically changed, people would most likely not link it back to you. Alternatively, you could slowly gain monopoly over a market through shady strong arm business practices, and be undetected by any save your competitors. Be aware that this perk does have its limits, and if you are making large scale changes which are either suspicious, or not in line with what people would expect, people are far more likely to realise and take action.

300 Maester of the Citadel

Whether you are a Maester, or simply have the accreditation, you have studied enough to have forged a full chain, and are the equal of any Maester of the Citadel in academic knowledge. This knowledge stretches from healing to scholarly knowledge, science and the training of ravenry, who carry messages in the Seven Kingdoms.

400 A Coin in Little Fingers

You have a way with money that most don't gain in their lifetime, for you're able to turn investments into entire enterprises and find money in industries no one else would and how to manage your economy with ease. For this extends to cover all avenues of trade such as seaborne and others and you'll always be the first to find out about new and more importantly wealth inducing trends. In the right position, you can sink an entire empire into dangerous levels of debt. You can easily do the opposite as well, and make the kingdom flourish, creating trade opportunities that wouldn't have existed without your expertise.

500 True Nobility

You're actually a ruler worth the name. You can lead skillfully and with great prosperity. Under your reign, the realm will experience a golden age as great as that of Jaehaerys himself.

[Capstone Boosted] True Nobility

Your wisdom and ability to lead is truly akin to that of the Crone. Under your reign, trade flourishes, the gifts of the land multiply tenfold, and your people grow ever greater as a nation and as individuals. The main area this blessing effects though, is your diplomacy. When you go to the negotiation table, you can easily turn hated enemies into your closest allies. All but the most fanatical will be swayed to your cause, and it would take a truly monumental blunder to lose them. In fact you inspire those around you to be of similar skill, leading it that your entire nobility is gifted this wisdom, to a lesser extent.

Diplomat Perks

100 Old Blood

Within your veins pumps the blood of one of the Great Houses of Westeros, such as Stark or Lannister. As benefiting of your blood, people give you more attention than they normally would when you demand it and are far more likely to bend to your demands or orders than normal. This also gives you a bit of divine right to rule causing vassals to be far less likely to betray you, after all your family has ruled well for centuries.

In future worlds this manifests by making you a part of a Great family of whatever worlds you visit, examples would be the Barthomeloi of the Clocktower or the Carolingians.

100 Guest Rites

By taking this perk, those with whom you make promises or agreements in good faith are far more likely to hold to them. This is strongest in promises not to attack you, but even then, sufficiently motivated or honorless individuals may break them. To break agreements made with you would generally require someone to hate you with all their being, be single mindedly devoted to whatever cause motivates them, or in some other way find breaking the oath to be the lesser problem

100 Beautiful (Eyecatching Drawback mandatory with full points)

You are greatly beautiful, a beauty alike to that of Shiera Seastar or Ashara Dayne, beauty that turns heads and makes men do anything to obtain it. Alternatively, if a man, you can be as handsome as Prince Rhaegar Targaryen or Jaime Lannister were said to be. This beauty has several benefits: Your social status is greatly improved, your chance for a good match is greatly improved and you gain a certain amount of power over weak-willed persons attracted to your sex.

200 Advisor to the Throne

It is a sad but common fact amongst those who seek to advise kings, that their leaders do not always take it very well. Whether it be Aerys burning those who bring him bad news or Cersei imprisoning those who speak against her, rulers often give gruesome fates to those who tell them things they don't want to hear. Luckily, you will never share those unlucky souls' fate, as, no matter your personal relationship with someone, their mental state or the particular news, you can be safe in the knowledge that they will both take it on board and won't kill, harm, torture, censure or otherwise inconvenience you for doing so. This only works if you are honest, sincere and faithful in your attempts to help however, so lying to them about important information, inciting rebellion amongst their subjects or undermining their rule would still get you arrested or executed for treason.

200 Silver Tongue

You are a skillful orator, storyteller, and performer, capable of great snark and japes. As a side effect of this, you are a truly brilliant liar and incredibly persuasive as a general rule.

300 King Beyond the Wall

Much like the many Kings Beyond the Wall who have existed over the years, you are a prodigy when it comes to convincing disparate groups and factions to work together. When it comes to creating cooperation, you could unite a people of a thousand kingdoms, bridge a divide of hatred which has stood several thousand, then keep the resulting alliance together long enough for the factions to first learn to work together, then, with lots of work, forge that alliance into a cohesive whole - though that would probably take decades, maybe even generations if the hatred was as strong as that between the Night Watch and the Free Folk.

400 Breaker of Chains

When you make a decree which is unpopular, the people damn well follow through with it, because you are their leader! With this perk, any orders you make are actually followed in both word and spirit.

500 Words of the Father:

It's said that Words are Wind, that they're as reliable as the men who speak them, and as such they've no more value than the currents of the air. Yet you know this to be false, for the words you speak are as good as gold. Whenever you speak truthfully people will listen and believe: a Night's Watchmen could walk into King's Landing with naught but the hand of a slain Wight and return with the combined armies of the Seven Kingdoms at his back or a proud King could be convinced that his children are in fact another man's and be spurred into action.

[Capstone Boosted] Words of the Crone:

As wonderful as diplomacy is it isn't always an option in reality, well normally it isn't always an option. Your reputation as someone who speaks with a silver tongue with a heart of honor has

blessed you. You'll always be able to bring another party to the negotiation table and have them negotiate with you in good faith.

Mage Perks

100 Divination

Whether you do it by looking into the heart of the flames, communing with the weirwoods, or simply have it as an innate gift, you are capable of seeing other events. At first, this gift will manifest as fleeting glimpses of important events occurring for those close to you, but with practice, you will eventually be able to see first the past, and then later, the future. The limitation on only being able to see the fates of those who you know will go away as you get stronger.

100 The Blood of Kings

For most maegi of Planetos, the main struggle of magic is creating a large enough sacrifice. Thankfully, thanks to this perk, a weaker sacrifice can be used instead, with no loss in power. If the magic calls for mass human sacrifice you may get away with a single human sacrifice and a whole lot of animals. If instead it calls for human life, human flesh should work. If it needs a single animal sacrifice, or human blood, you may scrape through with pure willpower. Nonetheless, for whatever reason, when it comes to you, magic seems just a touch cheaper.

100 Mummer's Farce

At least in Westeros, magic is commonly believed to be dead or faded. This makes it harder for an aspiring mage to gain the patronage often necessary to get reagents and artifacts with which to do magic. Thankfully, you don't have that problem! You are an expert in getting people to believe in your prowess, and can get them to sacrifice things on your behalf to power your magic. Yes, you too can convince a man to burn his own daughter!

200 Beloved of Magic

Ordinarily, the overall strength of magic on Planetos is related to the tides of the earth, and the existence of magical creatures such as dragons. This means that in times of great magical power, the least of magicians could cast complex and powerful magics limited only to the strongest in times when magic wanes. Of course the flipside of this is that in times when magic isn't strong, magicians can barely cast, with that same magician from before barely being able to summon sparks of fire with an ignition source. You gracefully avoid this problem by having perk fiat protect you from any such environmental factors affecting your powers either way.

200 Magical Tradition Can purchase multiple times.

Aeromancy - Primarily practiced in Asshai by the Shadows, aeromancy is the use of magic to manipulate the air. Not much is known about this magic besides this, but presumably abilities include creating gusts of wind, creating vacuums, sucking things closer through strong winds, flight and sucking the breath from a man's body.

Alchemy - Alchemy covers a diverse array of disciplines relating to the creation of substances or materials with magical powers. Known effects include the transmutation of base metals into gold, and the creation of wildfire. The Alchemist's Guild of King's Landing have long maintained that there are vast secrets to the practice however, so perhaps you will learn more. Suggested further abilities would be to look at real world alchemy, as it seems like that's what it's based on.

Glamoring - A specialty of the Faceless Men, though used by various other groups, glamoring is the use of magic to create an illusion. Glamors do not actually change the appearance of an object - to do that requires additional work which is also covered by this perk - and work best when built or worn close to the target. Glamors can be anchored to objects such as rubies or moonstone which can then be set into jewellery to create wearable illusions. Faceless Men are capable of creating physical transformations by stealing the faces of the dead and curing them before wearing them as their own - with magical processes before and whilst to ensure the effect. Whilst worn, these masks cause the wearer to look exactly like the deceased including any broken teeth or other injuries,

though they themselves will be unable to tell the difference, sensing only their own face and features. When first applied, the wearer may experience some of the memories of the deceased, and may dream those memories as nightmares.

Pyromancy - One of the more widely practiced magical disciplines, Pyromancy is the use of magic to manipulate fire. Known uses are the use of flames as weapons, engulfing weapons, as items of spectacle, and as mediums for other abilities - such as the priests of R'hllor using flames to perform divination. Pyromancers also have skill in other ways of creating and controlling fire, including the use of powders, walking the hot coals and making fiery symbols in the air.

Rune crafting - A dying art in this day and age, runecrafting is the act of anchoring a spell and making it permanent by binding it to carved runes. Runecrafting excels in magics related to defence, strengthening, and enemy specific wards. Within their purview, a runecrafter can enhance fortifications to be capable of surviving several thousand years, defenses designed to hold off non-human entities such as white walkers or gods as well as enchanting near weightless, ever sharp weapons or indestructible armour.

Skinchanging - You are a Skinchanger, known to the Andals as a Warg. By reaching your mind out of your body and into an animals, you may control it.

Water Magic - The magic of the Rhoynar, water magic is considered to be the gift of the Mother Rhyne (the main goddess of the Rhoynar, and the River Rhyne). This magic is most common amongst the Dornish in this age, and allows for a number of powerful abilities, including the raising of enormous waterspouts, fog, "watery walls" and flooding of rivers. It is also suggested that water magic can be used to find water, stop drought and perhaps even cause greyscale. Water magic was also used by the Children of the Forest's hammer of the waters to attempt to shatter Westeros in two. Whilst it didn't work, it did shatter the Arm of Dorne, and flood the Neck.

Valyrian Stoneshaping - Far stronger even than steel, granite or diamond, dragonstone is an ancient material used by the Valyrians in much of their constructions. By purchasing this perk, you have the magical ability to shape the material into any form you may wish. Whilst it is possible to alter the shape of the stone by using dragonfire to melt it into a liquid, then shaping and fusing it from there, this magic is far faster and easier, as well as safer.

Valyrian Smithing - You have all the skills of a Valyrian Master Smith, able to forge and reforge Valyrian Steel And craft Items Of Power (particularly those related to dragons or fire).

300 Blood Magic

Blood magic, or blood sorcery as it is sometimes called, is commonly considered to be the darkest and possibly most powerful of magics, capable of near anything with enough sacrifice. Examples of it's abilities include healing, the merging of animals of different species into one, the changing of physical appearance, enchantment, artificing, resurrection and all manner of other abilities. The greater the magic, the more which must be sacrificed. Sacrifices must be personal or valuable, with greater sacrifices granting greater power.

400 Necromancy [requires the drawback Lore Friendly Resurrections, for no points]

The magic of life and death, necromancy is a fell magic used by a number of individuals including Qyburn, the Others, some Qarthian Warlocks, and the Bloodstone Emperor. By purchasing this perk, you have gained the ability to raise groups of undead wights bound by your will and life force, as well as the ability to perform a true resurrection once per year.

500 Power Overwhelming!

For most mages on Planetos, the greatest barrier to being a powerful mage is sacrifice. Specifically, the fact that all magics known to Planetos require some degree of blood, soul or human sacrifice to function. You neatly sidestep this issue through your innate connection of a powerful natural network of magic like the Weirwoods, instead powering your magic through that. This natural network of magic will appear in future worlds, and provides you with enough power that you could cast high level magics near trivially. This does not give you the power to pull off spells like the Hammer of the Gods by yourself, but by working with others, such powers may be within your grasp.

[Capstone Boosted] Power Overwhelming!

Basically, remember what I said about requiring others to pull off mythic level magics like the Hammer of the Gods? Yeah, feel free to ignore that. Once per decade, the magical network you draw your power from has enough spare juice for you to single handedly power such spells. In addition, your overall spellcasting power has massively increased once more, putting you at a level never before seen on Planetos.

Warrior Perks

100 A Proficient Warrior

You are the equal of any knight in swordfighting, jousting and riding, as well as capable to care for your armor and weapons without the aid of a squire. You have a weapon you are slightly more skilled in, than your average knight, whether that is a greatsword, a warhammer or something different.

100 "The Tall"

You're just about seven feet tall. If you were already about that, or taller, then add another of your heads worth of height. This is a proportional size increase, and you've a powerful build to go with it. If you bought this as a giant, then you will be pushing 20ft in height, and have a proportional build.

100 Always Armored

For whatever reason, it's a fairly common practice in Westeros for nobles and important characters to fight without all their armour - rule of cool maybe? Nonetheless, now so can you! As long as you are wearing some kind of armour, you will be protected by the concept of armour to the same extent that what you are already wearing would protect you. Finally, you too can run around the battlefield without a helmet like all the other morons - and as a bonus, you won't die doing so!

200 Master of Arms

You are a skilled teacher, capable of imparting a mastery of five weapon types and a martial philosophy over the course of a few years.

200 Unparalleled Rider

It's as if you were born in the saddle, for you are able to ride any kind of steed better than anyone in a few generations. You are also truly capable of caring for your steeds, as well as make them easily follow your commands.

300 Unsullied Grit

You have unbreakable will, easily equal to that of the Unsullied Legions from Astapor, able to stand through extreme pain and hardship. You are also capable to completely control yourself, no longer falling into a bloodthirsty rage in the case of a battle, only to then commit atrocities.

400 Genius Strategist

You are now a strategist unparalleled on Planetos, rivaling likes of Napoleon and Alexander the Great, with a strategic mind that can, with enough resources and determination, change the face of the world. You can now win a battle whilst greatly outnumbered if only you have the time to prepare.

500 Sword of the Morning

You are one of the greatest warriors to grace the face of Planetos in a generation. Your mind and body are in perfect sync with combat. You could easily analyze a battlefield to create an imaginary version of it in your Mind's Eye to easily predict the movements of your opponent until they stop being a threat... or if they play dead. You could fight 10 men, perhaps even 20 by yourself, and come out without a scratch. Against truly skilled opponents on the level of Ned Stark in his prime, this number goes down to 4-7. This is quite straining to a baseline human, but it is possible to expand the limits of your predictions with training, unnatural modifications or perks from another Jump. You also gain a substantial increase in skill to dual wield your preferred weapon with the same level of mastery that you wield one.

[Capstone Boosted] Sword of the Morning

As if you were The Warrior Reborn, your martial skills across the board improve to beyond the skill of man, and your ability to kill has increased from the merely mortal, to the immortal and conceptual. You can cut into a shadow assassin and kill the binder, cut through an animal controlled by a skinchanger to kill that skinchanger, you could even permanently kill a god if one's avatar appeared before you. Any gods killed whose presence is necessary for the universe to continue to function normally, would have the universe continue in their absence as if nothing had changed.

Companions

100/200/300/400 Import Companions

You can import or create 1/2/4/8 companions for the duration of this jump. Each companion receives 600cp to spend as they please.

100/200/300/400 Canon Companions

At the end of this jump, you may take 1/2/4/8 canon characters as companions. These companions gain 600cp to spend on the jump as extras to their base form they get from now on.

Items

General Items

100 Title of Land

A title of land equal to what someone of your station would expect. Regular warriors may have a small block for them and their family, a lord may have a castle, and the surrounding area, a lord paramount may have a massive castle, and an enormous area around as their personal domain, and a royal may have not just an enormous castle, but also an area near equal to the other kingdoms as their land. In future jumps, you can choose to have this be a warehouse attachment, or for it to seamlessly insert itself into the world without anyone but you noticing.

100 Ship of some sort

Every man is the king of the ship he captains. Now you too are a king (of your own ship). This ship can be anything that it would make sense for someone of your social standing, position, geological location and time, but otherwise, have fun.

200 Animal Companion

In this land, it's somewhat common for people to have animal companions by their side. Whilst this item won't get you a dragon, a sapient creature or anything which has absolutely no basis in this setting (such as trying to get a legend of zelda cuccoo as a pet), there are few real limits on size or species of animal. Examples of what can be gained through this item include a direwolf, mammoth, lion, eagle, hawk, viper, horse, war elephant or raven. Animals gained through this item are smart, loyal companions with a near human intelligence. The default is whatever would make sense for your origin, such as a Stark having a direwolf, a giant having a mammoth or a golden company member having a war elephant. If you have any animal based magics such as warging, this animal is far better suited for it and slightly boosts the effectiveness of such abilities.

300 The Game of Thrones

It wouldn't be much of a game without a throne to win. Now you have a throne of a style which matches your aesthetic and theme. If you're a conqueror king, then perhaps you have an iron throne, whereas if you're a humble king, you might have a simple wooden bench. Your throne emits

an aura which conveys the kind of king you are. If you are a harsh, cruel king, then your throne might feel cold and stark like the seastone throne, whilst if you are a knightly king, then your throne might create a sense of chivalry and honour. Whilst you sit on your throne, any subjects you may have will be far more subservient, your lands will be more efficient, and none will doubt your kingship.

400 Baby Dragon

A single baby dragon that you've hatched and has bonded to you. This beast while small will grow at an incredible rate and eventually become a Medieval superweapon easily able to lay waste to armies of men. Beyond this jump the dragon will grow with you becoming more powerful as you grow in power so that it may forever stand by your side. Alternatively, it could be an egg that hatches whenever you want it to, and can rehatch each jump.

Drop-In Items

100 Travel Supplies

A leather satchel which, when opened, contains the minimum needed to survive in the wild, as well as enough food for the day. Each day, the contents of the bag will change to cover this, with, for example, an arctic biome providing (among other things) warm clothes, firewood and a tinderbox, whilst a desert locale might provide thin, light, covering clothes, extra water and a tent. Once a week the perishables are replaced. mn

100/200/300/400 Accommodations

When travelling, it is a common problem that you don't have a place to bed down in at the end of the night. By buying this item, you don't have this problem.

- Every town you stop at will at least have a terrible room in an inn (or room in the stables) for you to sleep in.
- Every town has a nice room, with no chance of being robbed whilst in it.
- Every town has a luxurious room, fit for a high lord.
- Your own set of apartments in every High Lord or Kings castle, with a welcome for those who travel with you, and all of the above.

200 Armour of the Laughing Tree

Despite its name, the Armour of the Laughing Tree is not necessarily an armour. Instead, it is an upgrade you can apply to any piece of clothing or armour you wear. When activated, the wearer will be near-impossible to unmask or capture, whilst people's memories seem to gloss over any attempts to connect the unmasked and masked forms.

300 Revolver of the Boom Squid

It's amusing when a peasant brings a stick to your sword fight. It's even more amusing when all these knights brought swords to your gun fight. You have an indestructible .44 caliber [Snowstorm Revolver](#) made from valyrian steel that fires either dragon steel plated lead bullets or dragon glass bullets covered lead bullets. It never runs out of ammunition. This weapon scales to always being beyond futuristic to the normal weapons in the setting. It is immune to any magic that would harm its operation, or its components.

400 Senpai has noticed me?

A pin showing your favour that can be given to anyone, and will make them see you as their senpai. They will be utterly loyal to you. Oh, they'll still be whatever version of fucked in the head they already were, if they were at all, but they'll obey your reasonably worded commands, and never try to fuck you over. This can only be given to one person and will continue working unless you give it to someone else, at which point the magic fails and they go back to normal. How they see you from then on, depends on how you treated them.

500 The Entire Internet Downloaded

The Entire Internet is downloaded into your brain. All of our real-world internet. In your brain. It includes a search function that doesn't contain ads, and can access every single part of itself. Includes a terabyte of mental space to modify your own operating system, set up security, and

programs to browse it with. In future worlds, if the internet exists, the download will double up with further information.

Administrator Items

100 Valyrian Steel Dagger

You are the proud owner of a Valyrian Steel dagger. Or not. See, this dagger is special beyond just being made of one of the strongest metals on the planet and worth an exorbitant amount of money. Anyone who you try to hoodwink or bamboozle whilst wearing this will be far more likely to believe whatever bullshit you're spinning. Those with tricky minds, or strong will can break through its effect however.

100/200/300/400 Agents Non Companion NPC's

A loyal menagerie of agents to run your operations, and keep your businesses running well. Every agent is literate, undyingly loyal and skilled in their respective roles. Roles include Accountants, who manage your money, Enforcers who ensure that the peace is kept in your businesses/your desires are met, Taxmen who collect any money owed to you, Scribes who keep the written records of your operations sorted, and Managers who ensure the others are doing their jobs, and direct everything so you don't have to. Depending on your actions and behaviours, the exact form these agents may take will change, with lawful individuals gaining agents to help them in enforcing the law (such as taxmen, town guards or foremen), whilst criminals may gain agents to help them in their illicit activities (such as conmen, leg breakers, money launderers or other such individuals).

- 20 Accountants and a Manager
- 75 Accountants, 25 Scribes, 25 Enforcers, 5 Taxmen and 2 Managers
- 250 Accountants, 200 Scribes, 500 Enforcers, 10 Taxmen and 10 Managers
- 500 Accountants, 500 Scribes, 1000 Enforcers, 50 Taxmen, 20 Managers

200 Iron Bank's Cheque Book

You've got Iron Bank's Cheque Book, the ultimate credit Cheque Book and personal identification as needed. This cheque book can take whatever form, color, size, shape, or design you want. While it can't exchange currencies for you it does have access to everything you own. Any time the Iron Bank's Cheque Book is used in a transaction process it can pull from your stuff and facilitate the transaction.

No one can use this Cheque Book without your permission or try to use Iron Bank's Cheque Book or its transactions to access your accounts. All transactions with the Cheque Book are provided with instant verification and receipts as needed and stores usage as needed. Due to its capabilities, it can facilitate any transaction or barter in any environment.

If the other party doesn't have the goods you'll know instantly and Iron Bank's Cheque Book won't pay up and will subtly notify you (this won't work if the goods are fake and the seller believes them to be real), if the other party has the goods but was planning to cheat you, Iron Bank's Cheque Book will enforce the transaction, the Cheque Book will also enforce any return policy if you later find out the products are fake.

300 Safehouse

Sometimes, a man of wealth has to simply drop off the radar for a little while. Now you can do so in style. This lavishly appointed town house in a foreign city comes with servants and a fiat backed guarantee that as long as you actively are trying to hide, that your enemies will not find you. This can also be used as a handy way to hide people - such as your crush's daughter who you're trying to turn into your sex slave - where they will never be found. Sadly, it does not come with anything stopping anyone from escaping.

400 Brothels

You own a shop chain of some kind which caters to some form of vice. By default, this is a brothel, but whatever it is, the business provides you with a stable source of income in the range of 500 to 700 dragons a year. The main benefit of this item is the blackmail it provides however, as

whatever the type, your chain attracts the patronage of the rich and powerful. Thanks to this, you will regularly discover blackmail on various high profile individuals, as well as evidence to corroborate this. Sadly however, you cannot control *who* you gain blackmail on, so if you're aiming to extort a particular person, you're shit out of luck. You can freely import businesses to gain this effect if you wish.

500 Mountain of Gold

Much like the Lannisters of Casterly Rock, you now own a truly impressive gold mine. This gold mine could be mined for centuries - millennia perhaps without running dry. In addition, you own a mint which will print valid money for you from now on. Please be aware that this does not come with inflation protections, so you could truly wreck the economy if you spent too much.

Diplomat Items

100 Great Manse

As a diplomat, you generally represent some powerful faction. As such, you have been provided with a great manse to show off your (and your faction's) status. This lodging is almost decadently luxurious, coming with fine furnishings and an array of servants to look after it.

100/200/300/400 Courtiers Non Companion NPC's

A loyal network of spies, agents and courtiers who report directly to you, no matter who you may be sworn to or your personal rank. They are well trained in their role, and drilled in espionage, infiltration and intelligence gathering. Little Birds are slum dwellers, and give a general understanding of the working class's problems, Courtiers specialize in learning the going ons of the nobility, Foreigners specialize in learning the intricacies of foreign powers, whilst a Spymaster is someone who collates the intel, and transforms it into an understandable report for you.

- 50 Little Birds and a Spymaster
- 200 Little Birds, 50 Foreigners, 20 Courtiers
- 2000 Little Birds, 500 Foreigners, 200 Courtiers, a small, suborned spy network of a rival
- 10,000 Little Birds, 5,000 Foreigners, 1,000 Courtiers, a large suborned spy network of a rival

200 Dirty Secrets

It's truly a wonderful thing when people decide to work with you of their own free will, but unfortunately that isn't always reality and so "motivation" may need to be given. Well you seem to have just that, located within a locked safe in your possession is a decent amount of blackmail for a number of middling Lords/officials in your nation. While it may lack material for the High Lords or Magisters it will provide you with a number of "contacts" who will only be too willing to use their influence to your benefit.

300 Hand of the King

This object when worn grants the wearer the authority of the highest leader of their local area (or if they're actually representing someone, them). By default, it takes the form of a golden pin held by a hand, but after this jump it can take whatever design you wish.

400 Tribute

When the barbarians are battering at the gate, sometimes you need a little something to pay them off. This provides you with that. This item provides a non-specific array of precious goods and items which, when given to another, generate far more good will than they should. It also enforces a geass which ensures that any deals sealed by the trading of these items will be kept. Examples of what could be provided by the Tribute include gold, jewels, food, livestock, slaves, horses, good quality weapons, and other precious goods. The contents of the tribute changes to be whatever the second party would consider to be a good tribute. The item refills once per jump.

500 The King's Ear

Not literally of course, but figuratively and far more valuable. The King or whoever would be equivalent to them in your starting nation, whether that be a Wildling Magnar or Triarch of Volantis now trusts you and sees you as a close confidant and even friend. They'll always lend an ear to whatever proposals you have in mind and will consistently ask you for advice on major decisions that

must be made in the nation, so while you may not be King you certainly can wield a great deal of influence over one.

Mage Items

100 Dragonglass Candle

A candle made of obsidian, Dragonglass candles are magical artifacts which when burnt, allow the mage using them to see across mountains, seas and deserts, give men visions and dreams and communicate with one another half a world apart. Light behaves bizarrely around them, with whites becoming as white as freshly fallen snow, reds like flame, yellows like gold and shadows so black they look like holes in the world. Ordinarily, to light the candles requires magic to be strong, but given that you've paid good CP, you may light them at will.

100/200/300/400 Slaves Non Companion NPC's

Magic is often a tricky business in Planetos, more often than not requiring flesh sacrifice or human sacrifice to work. The unscrupulous Essosi have found a way around this: killing slaves. After all, who cares about slaves?

- 200 Low Quality Slaves, 1 Slavemaster
- 2000 Low Quality Slaves, 200 Skilled Slaves, 20 Slavers
- 20,000 Low Quality Slaves, 2000 Skilled Slaves, 200 Magically Potent Slaves, 400 Slavers
- 100,000 Low Quality Slaves, 20,000 Skilled Slaves, 2000 Magically Potent Slaves, 1000 Slavers

200 Crate of Weirwood & Black-Barked saplings

Ten of each. They grow to full maturity within a year. Every ten years, another crate of twenty arrive. Weirwoods are sacred trees grown by the Children of the Forest and used as places of worship for those who follow the Old Gods. They have white bark, red sap and red leaves. The children often carve elaborate faces into the trunks as well, which the sap will swell up from, giving the appearance of tears. Black-Barked trees on the other hand are the trees Qarthian Warlocks use the leaves of, to make the Shade of Evening. Black-Barked trees have black bark and inky blue leaves. Both may have magical properties yet undiscovered, but will most likely relate to the two's main mystical properties (weirwood trees - divination, black-bark trees - necromancy)

300 Valyrian Link

Maesters of the Citadel frown on magic, not because it takes power out of their hands, whatever you may have heard, but because it so invariably requires human sacrifice to carry out. Proof of your mastery of magic, this Maester's link will work as a form of certification of your magical technique in future worlds.

400 Surprise Teleporting Fleet

What's that? Actually have to have your forces travel the distance to fight your enemies? Oh no no no... no no. With the purchase of this fleet of ships, in times of need your army will seemingly teleport far closer than they should be, ignoring distance and physical barriers. This ability works best when you are on the ropes, and may turn the tides of battle for you. The fleet comprises of roughly 80 ships, 50 of which are warships, whilst the remainder are trade ships. All are crewed by NPCs, however anyone who travels on it will be unable to remember how exactly they got from point A to point B.

500 Dragonbinder

A priceless relic of Old Valyria, this horn has the unique ability to bind dragons and their kin. Whenever blown any draconic creatures within earshot will be forced to kneel to you, completely incapable of going against you and entirely submissive.

Warrior Items

100 Weapons and Armour

Weapons and armour suitable for your station, profession and location. If you are a Stormlander knight, then you get heavy plate armour and your specialty weapon. If you are a diplomat

from Dorne, you probably have leather armour and a poisoned dagger. This gear respawns in the warehouse a day after if lost or destroyed. This gear is generally about average for what your social position would expect.

100/200/300/400 Sworn Swords Non-Companion NPC's.

These are your personal men, sworn directly to you, no matter who you may be sworn to, or your personal rank. They are well trained at their role, and drilled to battlefield formations. The Heavy infantrymen are in half plate and mail, the Archers in brigandine, and the Knights and squires are in full plate.

- 20 Heavy Infantrymen, and a personal squire.
- 200 Heavy Infantrymen, 50 Longbowmen, 20 Knights with their squires.
- 2,000 Heavy Infantrymen, 500 Longbowmen, 200 Knights with their squires, and two noble vassals with their own retinue and small forces.
- 20,000 Heavy Infantrymen, 5,000 Longbowmen, 2,000 Knights with their squires, and twenty noble vassals with their own retinue and forces.

200 Legendary Weapon

Within your possession is a valuable weapon, although it need not be a sword. This weapon is made of either valyrian steel or star forged steel as one might imagine and as a result is a fine weapon far superior to anything but peers of the same make, thus allowing you to eventually cut through steel swords and armor cutting men open like tomatoes.

Furthermore, the weapon scales with you becoming more and more powerful as you grow in strength. Another weapon can be imported into this option for free.

300 Qyburn's Scorpion

Repeating scorpion, range of several miles, hits what it's aimed at in a straight line.

400 Valyrian Steel Armour

By purchasing this armour, you have gained one of the greatest personal protections available in this entire setting. At first pierceable only by another Valyrian Steel weapon, as you grow in power, this armour will scale with you. Be aware, that it only protects the parts it covers, so if you're shot through your visor, you're shit out of luck.

500 Great Fortification

You have a full Westerosi castle. This is a fortification comparable to Winterfell itself, being capable of holding several thousand people, enchanted with to be immune to offensive magics, and to keep out a single sentient species which is defined at the start of each jump.

Drawbacks

You can have as many drawbacks as you want, just remember that they're there to challenge you, not to be cheesed.

+000 A Game of Ice and Fire

The jump is now Games canon compliant.

+000 A Jump of Ice and Fire

The jump is now Book canon compliant.

+000 A Fanfic of Ice and Fire

You're in a Game of Thrones fanfic of your choice.

+100 Smallfolk

You are the commoner of the world of Planetos. Whether that be the Westerosi Smallfolk, the Ironborn Serf, or the Essossi commoner, you will be expected to live, fight and die by the nobleman's

decree. Taking the Social Climber puts you two ranks down until the end of the jump. Noble becomes Hedge Knight, Great House becomes Landed Knight/Masterly House, and Royal becomes Lesser Nobility.

+100 Distance takes Time

Cannot use any movement perks or powers that are faster than peak human movement. You may use animals, mounts, or vehicles to overcome this.

+100 Unreturned Love

You would do anything for them, your love for them ensures you will not want another, but they don't want you.

+100 GRR Martin's character death planning method

Flip a coin for every companion you have. Every one which lands on heads will die over the course of this jump, and cannot be revived until the end.

+200 Swords are Anti-Armor Weaponry

Your Armour is now just for show. Swords ding off a bad hit, but a good thrust can cut right through plate.

+200 Slave

You are a slave, or the local equivalent of it.

+200 Lore Friendly Resurrections

Any time you use a resurrection perk or item in this jump, you will find that you or the person you resurrected will come back with scars from the fatal wound, and a part of your memories or identity missing.

+200 Compulsive Liar

It physically hurts to tell the truth. It's not like you can't, you just never really feel like it. When you really need to, well, you still can't tell the truth, but you can change it to a whopper that might just point them at the truth.

+300 Crippled Can be taken multiple times

You have blindness, or deafness, or dwarfism, facial scarring down to the bone, having lost a limb, having crippled limbs, having your genitals removed, permanent muscle atrophy, and possibly dementia. Well, one of those, or something similar. You can get another one if you want.

+300 Suicidally Trusting

Oh, we're all friends here. You treat them right, they treat you right. You're pretty sure that's how it works and trust everyone you deal with, no matter how often you get fucked over.

+300 Eyecatching

You are gorgeous, utterly beautiful. You'd think this would be a good thing with all the gifts, favours, and positions it'll open up for you. But this is Planetos, where being eyecatching means catching people's eyes, and that is rarely a good thing. Expect bandits, mad princes, bastard rapists, pimps and whoremongers to take a great deal of interest in getting you alone and helpless. Because they will.

+300 Gods Old and New

Ordinarily, the gods of Planetos are fairly subtle beings as far as gods go. They tend to avoid directly getting involved, and are mere whispers on the wind even to their greatest followers. This is no longer the case. The gods, no matter whether they be the Seven, the Old Gods, the Black Goat, R'hllor, Mother Rhoyme, the gods of Valyria, The Great Other or the Drowned God, all exist and affect the world in real and tangible ways. This manifests in a myriad of facets. Their priests tend to be more akin to DnD Clerics, Champions appear semi-regularly, disasters can be wrought by their rage, and whenever they wish, they can take physical form upon this land. Watch your step because you may not be the biggest fish in this pond anymore.

+300 Before I Piss Myself

You're past your time, obese, and have a generally crass tongue. You'd better hope you've got something going for you so people ignore it.

+300 Sword Swallower Through and Through

You're utterly unattracted to women, preferring their more masculine counterparts. Everyone knows this. You'll never be able to sire an heir on a woman and are less politically valuable as a husband. If you're a woman, you prefer women, and will fight any attempt at being bedded by a man. If you were already homosexual, then this will not effect your preferences, as the drawback is more that everyone knows and reacts in true westerosi fashion.

+300/500 Exile

If you return to your home, they will kill you. As long as you stay gone, you won't be arrested and executed. Higher level of this drawback has them sending assassins or commissioned adventurers after you. There will be a new person on your trail each year.

+400 Targaryen Madness

You are mad. Completely and utterly mad. Your insanity takes the form of an obsession with fire and dragons, as well as extreme paranoia, megalomania and a dash of psychosis. This is guaranteed to make your closest allies turn on you.

+400 Unsullied

You are an Unsullied. As an unsullied, you are a merciless killing machine without personal will or manhood. Servitude was beaten into you from a young age, and any attempts to fight back were mercilessly halted. During this jump you will be unable to recover from this state, save being bought and intentionally released by a master.

+400 Greyscale

You have been infected with a particularly virulent and dangerous strain of Greyscale. Symptoms include the stiffening, cracking and greying of skin, numbness, loss of sensation and eventually madness. By the end of your 10 years here, unless you have managed to cure yourself (which nothing is stopping you from doing) you will most likely be either near death, or wish you were dead. When it comes to curing this disease, be aware that it is more than a simple disease, being a manifestation of the Mother Rhoyme's vengeance on those who enslave her people. To heal it, you need to be able to go head to head with a goddess and come out on top.

+600 Gaze of the Three Eyed Raven

In the early days of the alliance of Children and Men, there was a powerful Greenseer known as the Three Eyed Raven. When he died, his soul went into the Heart Trees and through the millennia began taking over budding greenseers to manipulate events in planetos, with the purpose of eventually becoming the ruler of the world.

His power of sight is such that he has noticed your arrival in this world, with all of your power, and sees you as competition he must get kill in order to achieve his goals. He will be immune to many of your powers, and able to mimic those you use on him.

He cannot be convinced that you are no threat to him.

+600 Powerless

Perks and Powers not from an ASOIAF setting are suspended for the jump.

+600 War of The Dawn

The White Walkers are the single greatest threat to the living that exists upon Planetos. Now they truly live up to that premise, being a threat which could conceivably match a united Westeros. You may believe that you can avoid this by being a white walker yourself, but if you do so, humanity is now united, the Children have returned, magic has blossomed once more and the Others fight a war which they have little chance of winning.

If you are in the books canon, then the enemy faction (the living, or the Others) are akin to a high magic fantasy faction. White walkers have gigantic armies of wights, frost dragons, and other such magical creatures, whilst the living have large numbers of incredibly powerful sorcerers, are united as one, and seem to have supernatural leadership.

+600 The Long Night

No matter what other drawbacks or perks you purchased, you start this jump outside Winterfell, just as the Long Night begins, and the Princess that was Promised, Arya Stark, is nowhere to be found. Show canon is in force.

+600 You Just Kind of Forgot

For an inexplicable reason, you will occasionally be fiat backed to forgot some crucial information. Even if a fleet has ambushed you several times and cost you dearly, you will just kind of forget about it during your counter attack, giving them the chance to ambush you yet again! Though this is no ordinary goof, all efforts to remember the threat will fail, and your advisers will be unable to remind you. As if that wasn't bad enough, regardless of the gap in your power, the fallout from this lapse in memory will hurt, even if it logically shouldn't. Maybe you forgot about their cavalry, and when they ambush you they were able to wipe out half your massive mech units. Why? Fucked if I know.

+600 Competent Enemies

For the entirety of your stay here, your human enemies will be vastly more competent than they would be otherwise. Commanders who were brilliant already will become once a millennia military prodigy whilst political rivals will seem to have near supernatural charisma and an unholy knack for avoiding scandals or pitfalls as well as a legendary political acumen. If you ever manage to turn these enemies to your side, their enhanced skill will suddenly desert them, leaving them whatever skill level they would have been originally.

+600 There's no cure for being a cunt

Well, it's true. You're essentially living proof of it. You'll rub everyone the wrong way, alienate even the most loyal of your followers and by the end of your stay here absolutely everyone will be trying to kill you - including your companions - and really who can blame them?

Notes.

A whole mess of perks for here were taken, with permission, from an abandoned jumpchain document by Neuron, also known as [/u/Accelve](#) on reddit. Many, many thanks for his assistance.

Also assisting were a whole bunch of people from the subreddit /r/Jumpchain who offered perk and item advice, as well as editing on formatting, punctuation, grammar, and spelling.

The idea of creating this jump was inspired by [/u/Widowmaker94](#), who told me she was working on a jump based around Aegon's Conquest.

* Please note that this is not supported by canon, this is just us trying to fit that particular piece of canon into the jump to avoid complaints. In the canon, the Old Ones are a nod to H.P. Lovecraft.